

## DETAILED ACTION

### EXAMINER'S AMENDMENT

An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with atty. Justin Swindells on 01-11-2010. The applicant submitted an appeal brief 11-12-2009. The examiner discussed with SPEs Vo and Suhol that he believed the most relevant part of the specification (2003/0171149 A1) was Paras. 30 & 31 discussing enhanced and basic audiovisual features, depending on whether the wageror is located at or remotely from the casino. Atty. Justin Swindells discussed the possibility of putting dep. clm. 79 and corresponding limitations into the independent claims, and later e-mailed proposed amendments to this effect with authorization to enter them by examiner's amendment. The examiner subsequently called Mr. Swindells on 01-21-2010 to change the dependencies of claims 25, 26, 28 and 29 to depend from claim 10, as claims 24 and 27 had been cancelled by the proposed amendment. The claims are entered as submitted by the applicant except for the corrections to the dependencies of 25, 26, 28, and 29. **Claims 24, 27, 44, 70, 79, 82, and 85 are presently cancelled as indicated below.** The application has been amended as follows:

1. (Currently Amended) A method of integrating casino gaming with non-casino interactive gaming at a central server system, comprising:

offering a plurality of wagering games on the central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event, wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version;

establishing a communications link between the central server system and a player-operated gaming machine in a land-based casino;

conducting a first of the wagering games via the player-operated gaming machine, wherein the audiovisual content for the first of the wagering games is presented at the gaming machine;

establishing, via a reconfigurable computer network, a communications link between the central server system and a player-operated computing device remote from any land-based casino;

authorizing the computing device to access the first or a second of the wagering games offered on the central server system;

conducting the second of the wagering games via the player-operated computing device by generating a random event for the second of the wagering games at the central server system;

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wherein the audiovisual content for the second of the wagering games is presented at the computing device;

configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely; and

providing, at the gaming machine, an award for a winning outcome of the random event for the first of the wagering games.

10. (Currently Amended) A method of integrating casino gaming with non-casino interactive gaming, comprising:

offering a plurality of wagering games on a central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event, wherein at least one of the wagering games includes a basic version and at least another one of the wagering games includes an enhanced version having upgraded audiovisual content relative to the basic version;

providing a player-operated gaming machine in a land-based casino and linked to the central server system;

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conducting a first of the wagering games via the player-operated gaming machine, wherein the audiovisual content for the first of the wagering games is presented at the gaming machine;

providing, at the gaming machine, an award for a winning outcome of the random event for the first of the wagering games;

providing a player-operated computing device remote from any land-based casino and linked to the central server system by a reconfigurable computer network;

authorizing the computing device to access a second of the wagering games offered on the central server system;

conducting the second of the wagering games via the player-operated computing device, wherein the random event for the second of the wagering games is generated at the central server system and wherein the audiovisual content for the second of the wagering games is presented at the computing device; and

configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.

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**24. (Canceled) ~~The method of claim 10, wherein at least one of the wagering games includes a basic version that is conducted over the reconfigurable computer network at the central server system.~~**

25. (Currently Amended) The method of claim[[ 24]]\_10, wherein the at least one of the wagering games is the first of the wagering games, and wherein the conducting the first of the wagering games via a player-operated gaming machine includes playing the basic version over the computer network using JavaScript or other language.

26. (Currently Amended) The method of claim[[ 24]]\_10, wherein the at least one of the wagering games is the second of the wagering games, and wherein the conducting the second of the wagering games via the player-operated computing device includes playing the basic version using JavaScript or other language.

**27. (Canceled) ~~The method of claim 24, wherein at least one of the wagering games includes an enhanced version having upgraded audiovisual content relative to the basic version.~~**

28. (Currently Amended) The method of claim[[ 27]]\_10, further including downloading the upgraded audiovisual content of the enhanced version

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from the central server system to the computing device and storing the upgraded audiovisual content locally on the computing device.

29. (Currently Amended) The method of claim ~~[[ 27]]~~ 10, further including downloading the upgraded audiovisual content from the central server system to the gaming machine and storing the audiovisual content locally on the gaming machine.

30. (Currently Amended) The method of claim 10, ~~wherein at least one of the wagering games includes a basic version and an enhanced version, the enhanced version having upgraded audiovisual content relative to the basic version,~~ wherein when the basic version is conducted via one of the computing device and the gaming machine, the basic version is played using JavaScript or other language, and wherein when the enhanced version is conducted via one of the computing device and the gaming machine, the upgraded audiovisual content is downloaded to and stored locally on the one of the computing device and the gaming machine.

31. (Currently Amended) A central server system for integrating casino gaming with non-casino interactive gaming, comprising:

a plurality of wagering games offered by the central server system, each of the plurality of wagering games including audiovisual content and game software for generating a random event, the audiovisual content including

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computer-generated image and animation data representing the random event,  
wherein at least one of the wagering games includes a basic version and an  
enhanced version having upgraded audiovisual content relative to the basic  
version; and

[[a]] one or more controllers programmed to:

establish a communication link between the central server system and a  
player-operated gaming machine located in a land-based casino,

conduct a first of the wagering games via the player-operated gaming  
machine, the audiovisual content for the first wagering game being presented at  
the gaming machine,

establish, via a reconfigurable computer network, a communications link  
between the central server system and a player-operated computing device  
remote from any land-based casino,

authorize the computing device to access a second of the wagering  
games offered on the central server system,

cause an award for a winning outcome of the random event for the first of  
the wagering games to be provided at the gaming machine, ~~and~~

conduct the second of the wagering games via the player-operated  
computing device by generating the random event of the second wagering game  
at the central server system, the audiovisual content for the second wagering  
game being presented at the computing device, and

configure the gaming machine, the computing device, or the central server  
system to conduct the basic version or the enhanced version based on whether

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the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.

**44. (Canceled) ~~The system of claim 31, wherein at least one of the wagering games includes a basic version.~~**

45. (Currently Amended) The system of claim [[44]] 31, wherein the computing device plays the basic version using JavaScript or other language.

46. (Currently Amended) The system of claim [[44]] 31, wherein the gaming machine plays the basic version over the computer network using JavaScript or other language.

48. (Currently Amended) The system of claim [[47]] 31, wherein the computing device receives the upgraded audiovisual content from the central server system and stores the upgraded audiovisual content locally.

49. (Currently Amended) The system of claim [[47]] 31, wherein the gaming machines receive the upgraded audiovisual content from the central server system and store the upgraded audiovisual content locally.



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50. (Currently Amended) The system of claim 31, ~~wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version,~~ wherein when the gaming machine or the computing device is used to conduct the basic version, the basic version is played using JavaScript or other language, and wherein when the gaming machine or the computing device is used to conduct the enhanced version, the upgraded audiovisual content is downloaded to and stored locally on the gaming machine or on the computing device.

66. (Currently Amended) A method of integrating casino gaming with non-casino interactive gaming, comprising:

offering a plurality of wagering games on the central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event, wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version;

establishing a communications link between the central server system and a plurality of player-operated gaming machines in a land-based casino;

causing a first of the wagering games to be conducted via a first of the gaming machines by generating a random event for the first wagering game at

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the first gaming machine, wherein the audiovisual content for the first of the wagering games is presented at the first gaming machine;

providing, at the first gaming machine, an award for a winning outcome of the random event for the first of the wagering games;

establishing, via a reconfigurable computer network, a communications link between the central server system and a player-operated computing device remote from any land-based casino;

authorizing the computing device to access a second of the wagering games offered on the central server system over the computer network; ~~and~~

causing the second of the wagering games to be conducted via the player-operated computing device by generating a random event for the second of the wagering games at the central server system; and

configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely,

wherein the audiovisual content for the second of the wagering games is presented at the computing device.

**70. (Canceled) ~~The method of claim 66, wherein at least one of the wagering games includes a basic version that is conducted over the reconfigurable computer network at the central server system and at least~~**

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~~another one of the wagering games includes an enhanced version having upgraded audiovisual content relative to the basic version.~~

71. (Currently Amended) The method of claim [[70]] 66, further including downloading the upgraded audiovisual content of the enhanced version from the central server system to the computing device and storing the upgraded audiovisual content locally on the computing device.

75. (Currently Amended) The method of claim 1, further comprising storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device, wherein the player account database includes a plurality of records having multiple fields of information related to an identification of each player.

79. (Canceled) ~~The method of claim 10, wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version, the method further comprising configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally~~

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~~at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.~~

80. (Currently Amended) The method of claim 10, further comprising:

storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device;

receiving a wager from a player to play the first of the wagering games or the second of the wagering games;

deducting an amount corresponding to the wager from a monetary source based on the financial account information associated with the player.

81. (Currently Amended) The system of claim 31, wherein the one or more controllers is further programmed to retrieve financial account information stored in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device.

82. (Canceled) ~~The method of claim 66, wherein at least one of the wagering games includes a basic version and an enhanced version~~

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~~having upgraded audiovisual content relative to the basic version, the method further comprising configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.~~

83. (Currently Amended) The method of claim 1, further comprising:

storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device; device.

~~wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version; and~~

~~configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version as a function of whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.~~

**~~85. (Canceled) The system of claim 31, wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version, and wherein the controller is further programmed to configure the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.~~**

***Reasons for Allowance***

The following is an examiner's statement of reasons for allowance: The closest prior art reference, Harkham, teaches integrated casino-based and remote-from-casino gaming, but does not teach random results generated on a central server. Harkham's results are generated from accumulated statistics from casino-based slot machines or live table games at the casino. Having the random results generated by a server would allow the results to be secure, as any gaming software would be pre-approved by regulators and not likely to be tampered with. Differentiating whether enhanced audiovisual content is presented depending whether or not the player is at the casino or remote from the casino would allow the gaming operators to tailor the audiovisual content based on the capabilities of the hardware and network being used. Storing enhanced audiovisual content at the player-operated computing device remote from the casino would reduce bandwidth usage as opposed to transmitting this

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enhanced content over a network from a central server. In the event the casino chooses to use a thin-client device for the player operated computing device remote from the casino to save on hardware expenses, transmitting the enhanced audiovisual content over the network would allow the casino to present better graphics and sound than would ordinarily be possible with the thin-client device with its limited inherent capabilities. The examiner respects that the applicant may have different reasons for allowance.

Any comments considered necessary by applicant must be submitted no later than the payment of the issue fee and, to avoid processing delays, should preferably accompany the issue fee. Such submissions should be clearly labeled "Comments on Statement of Reasons for Allowance."

### ***Citation of Pertinent Prior Art***

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Hosch in U.S. patent 5,674,128 A; Xidos in U.S. patent 5,851,149 A; Morrow in U.S. pre-grant publication 2003/0064771 A1; Carlson in U.S. patent 6,272,223 B1; Alcorn in U.S. patent 6,104,815 A; and Hagiwara in U.S. patent 4,805,907 A teach random results generated on a central server instead of on a local gaming machine.

### ***Conclusion***

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Matthew D. Hoel whose telephone number is

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(571) 272-5961. The examiner can normally be reached on Mon. to Fri., 8:00 A.M. to 4:30 P.M.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Peter Vo can be reached on (571) 272-4690. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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